



PIXEL JUNK®

MONSTERS

DELUXE



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

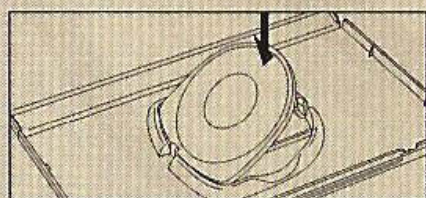
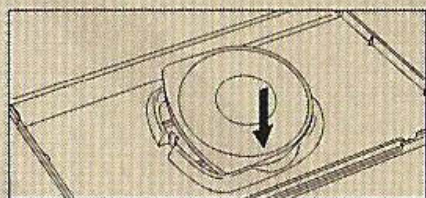
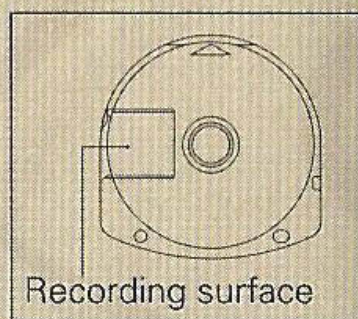
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding the PSP® system and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

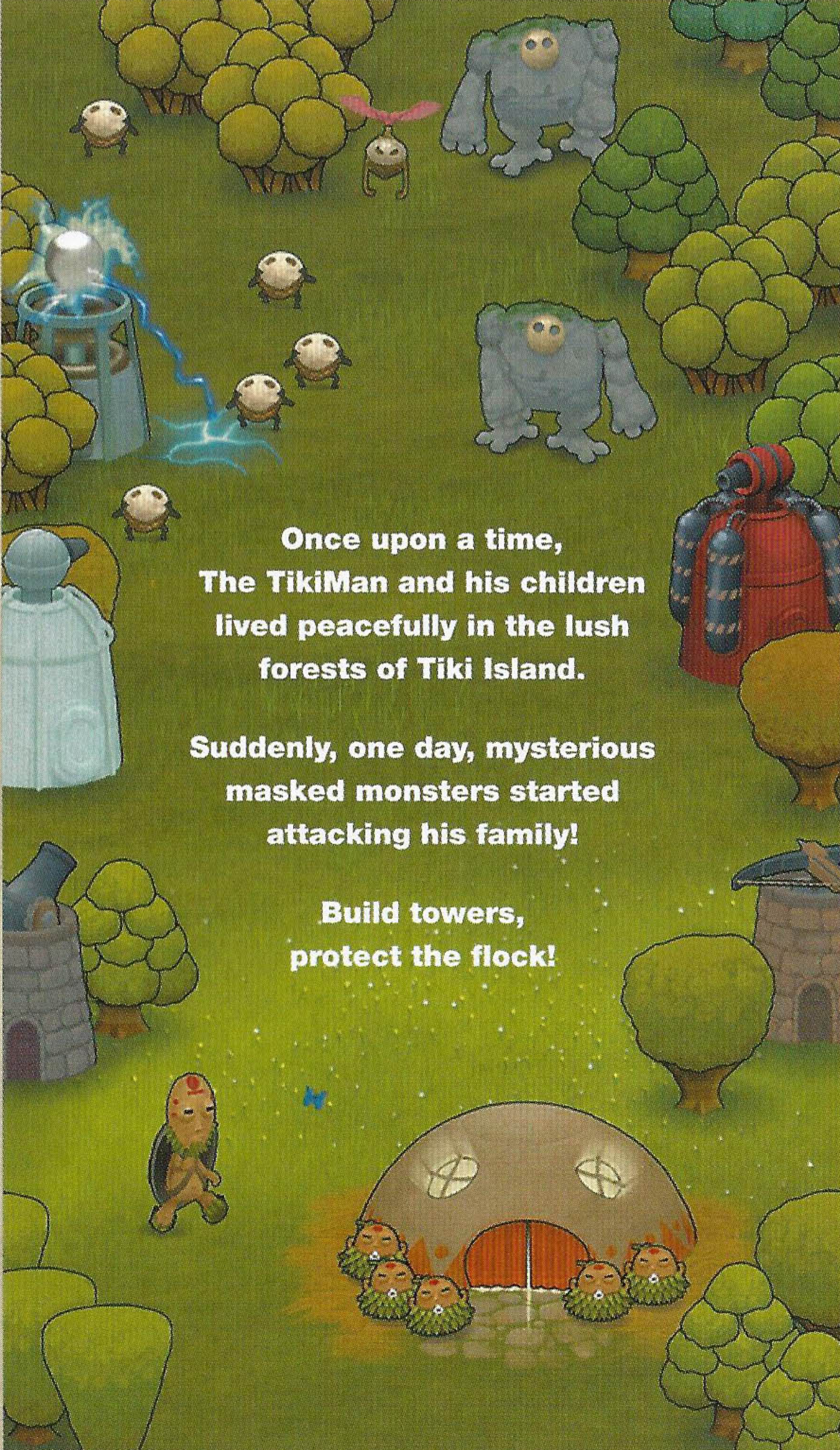
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Welcome to PixelJunk™ Monsters Deluxe

Aim of the Game



**Once upon a time,
The TikiMan and his children
lived peacefully in the lush
forests of Tiki Island.**

**Suddenly, one day, mysterious
masked monsters started
attacking his family!**

**Build towers,
protect the flock!**

Gameplay

Build Towers

You can build towers wherever you see a tree. You will need coins to build your towers.



Here come the Monsters!

Towers will attack monsters automatically. Without protection from towers, your flock will be eaten.



Defeat the Monsters!

Coins and gems are released when a Monster is defeated. Use the coins to build more towers. Collect gems to research new towers.



Tower Research

Collect enough gems, and the sign outside your house will display any newly available towers. Return to your base to buy them.



The Wave Gauge

This gauge shows the coming wave of Monsters, as well as how long you have before they show up.



Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT (PixelJunk™ Monsters Deluxe) disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⓧ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

About the Monsters

Different types of Monsters



Pine

This Monster is a little weak. However, sometimes they will attack in numbers, so look out.



Sycamore

A flying Monster. Land towers will not harm Sycamores, so prepare some air towers.



Spider

Spiders can move very quickly. Slow attacks will not stop Spiders. Rapid-fire towers will beat Spiders.



Bat

A flying Monster, quicker than Sycamores. They tend to swarm and can be a real nuisance.



Giant

A rock-hard Monster. Light weapons barely scratch his skin. A really tough customer.



Bee

Another airborne Monster. This is one tough cookie, so the laser tower is a must.

Monster Category 1



Anti-Magic

The Tesla and Fire Towers inflict little damage on these Monsters.

Anti-Physics

The Arrow and Cannon Towers inflict little damage on these Monsters.

Anti-Ice

The Ice Tower has no effect on these Monsters.

Monster Category 2

Balloon Enemies

You'll need to pop their balloons and bring them down to your level.



Fire Enemies

Blast them with ice to extinguish their fire and slow them down.



Introducing the Boss Monsters

At the end of each stage, a formidable boss awaits. Do your best to protect your flock.



Thumper



Tangler



Hoofaloomp

About the Towers

Types of Towers

There are three types of tower in the game.

The 'land' towers are effective against the Monsters that walk on the ground. The 'air' towers will deal with flying Monsters and the 'all' towers are effective against all Monsters.

There are two types of land towers: those that cause physical damage and those that use magic.

Initial Towers

The three towers which you start the game with include an example of each attack type. These towers are easy to use. The magic towers are not yet available.



Arrow

A quick weapon to attack enemies, this is a fast tower. Arrows harm many Monsters.



Cannon

Explosive power is effective against Monsters which attack in groups.



Ice

The cold blast will slow the progress of an advancing enemy, but will do no harm.



Anti-Air Gun

Fires rapid bursts, lays down a blanket of fire. Does not harm ground-based foes.

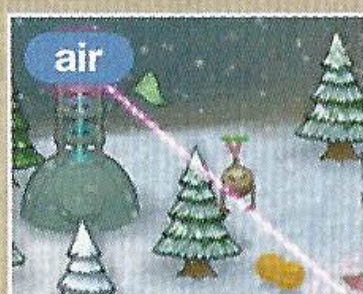
Research and Use Towers by Collecting Gems

Once you have collected the required number of gems, you can unlock and use the towers.



Tesla

Releases a burst of magical electricity. This tower attacks many Monsters at once.



Laser

A powerful beam that zaps any airborne foe it touches. Will zap a whole line of enemies.



Mortar

More powerful than the Cannon, the Mortar causes damage over a wide area.



Hive

Send a swarm of bugs to attack your foes. Using the Hive takes some skill.



Trap

Any Monster moving between these two towers will take a beating.



Fire

This tower unleashes a magic fireball. You need to fulfill certain criteria to get this.

Upgrading or Selling Towers

You can upgrade or sell any tower you build. Upgrading a tower will change the color of its flag. The tower's strength increases through upgrading. Moreover, you can sell a tower and reap the rewards – lots of coins will be released!



How to Upgrade and Sell a Tower

This section will show you how to upgrade and sell a tower. The basic approach is to open the menu screen but there are many ways to upgrade a tower.

Open the Menu

Walk over to a tower and press the  button. Then select the 'power up' or sell menu.



Upgrading with Gems

Select the 'power-up' icon from the menu and your tower will be upgraded one level. This will cost you some gems.



Selling a Tower

Select the 'sell tower' icon from the menu and coins will be returned to you. Please note that there will be fewer coins returned than it cost you to build the tower.



Tips on Upgrading Towers

The EXP Gauge

The gauge shown at the bottom left of the screen when you are standing by a tower shows that tower's experience. When the gauge fills up, the tower will be upgraded one level.



Fill the EXP Gauge by Defeating Monsters

The gauge will slowly fill as the tower defeats Monsters. Well placed towers will defeat lots of Monsters and level up fast.



Upgrading through Dance!

When TikiMan is standing by a tower, he starts to dance automatically. Dancing increases the EXP gauge.



Different Upgrades

By maintaining and upgrading your towers, you'll find more effective ways of defeating the Monsters.



Increasing the
attack damage



Increasing the
attack range



Increasing the
blast radius



Increasing the
attack frequency

Ad Hoc Mode

Co-op Play

This game is compatible with Ad Hoc for wireless gameplay. With two copies of the PixelJunk™ Monsters Deluxe and two PSP® systems, two players can enjoy Co-op Play!

How to Get Connected



Step 1

Select 'Two Player' from the Title Menu screen.



Step 2

Once potential partners have been found, select the person with whom you want to play.



Step 3

Select your player color. Choose a red TikiMan or a blue TikiMan.

About saving game data

Only saved data of the player who chose to be the red TikiMan will be used. This is something to remember when continuing a Co-op Play game. Moreover, as the red TikiMan is the only player that can save game data, please bear this in mind when saving your Co-op game.

Two Players on Tiki Island!



Work Together!

This game mode challenges two players to work together and clear the stage.

Tiki Dance!

If both TikiMen dance together, the towers will be upgraded in no time!



No Fighting!

Don't try and hog all the coins! Be nice and share the spoils.

Communicate and Play

TikiSpeak

Press the  button to bring up the TikiSpeak Menu. Press  again to show the different types of characters.



Use the  button to confirm your choice. You can combine up to 4 TikiSpeak characters!

The Secrets of Tiki Island

The Clear Icons

Clear a stage and an icon will appear over that part of the map.

■ Clearing the Stage



[Casual]



[Regular]



[Expert]

■ Perfect Clear



[Casual]



[Regular]



[Expert]

Achieve a perfect clear and you'll be rewarded with a rainbow! Try and clear each stage with a rainbow!

Pressing the **L** Button during the Stage Select screen will display current level of difficulty's progress.

About the different clear icons

There are a number of gates on Tiki Island that prevent travel down certain routes.



In order to play certain stages, you'll have to work to open these gates.

Gates can be opened by collecting a certain number of rainbows. Open all the gates to return the island to a peaceful and happy state!

About the Scoring

Each stage on Tiki Island will have its own score rankings.

Tiki Island, The waves begin. (1P)

Rank	Name	Score	
1	miyochang	8000	19
2	vamachang	6000	15
3	yoshida	3000	10
4	sarah	2000	0
5	dylan	1000	0
6	yuuki	500	0
7	poosuke	400	0
8	brant	300	0
9	ni4	200	0
10	martin	100	0

Your ranking will be revealed on a Challenge Certificate presented by the residents of the island. See how many stages you can get the number 1 rank.

About the Scoring in Ad Hoc

The ranking boards for Ad Hoc are different from the One Player mode boards.

Play Together!

Co-op Play is a different experience from the One Player game.

Tiki Island, The waves begin. (2P)

Rank	Name	Name	Score	
1	kalin	miyochang	8000	19
2	jinks	sarah	6000	15
3	miyochang	ryan	3000	10
4	dylan	sarah	2000	0
5	jinks	yoshida	1000	0
6	andy	martin	500	0
7	dylan	poosuke	400	0
8	kingyo-kun	ryan	300	0
9	kingyo-kun	yuuki	200	0
10	homo	martin	100	0

In Ad Hoc Mode only the score of the red TikiMan is saved.

When you connect using Ad Hoc Mode

You can merge player scores. After exiting Ad Hoc Mode, take a look at your 1P mode ranking. You'll see that your partner's score will also be displayed in your score ranking. Why don't you swap scores with all your friends? It's a great way to start a rivalry.

Your Gameplay Notes

Tiki Island

Failed / Clear / Rainbow

Stage:

Wave 1:

Wave 2:

Wave 3:

Wave 4:

Wave 5:

Wave 6:

Wave 7:

Wave 8:

Wave 9:

Wave 10:

Wave 11:

Wave 12:

Wave 13:

Wave 14:

Wave 15:

Wave 16:

Wave 17:

Wave 18:

Wave 19:

Wave 20:

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

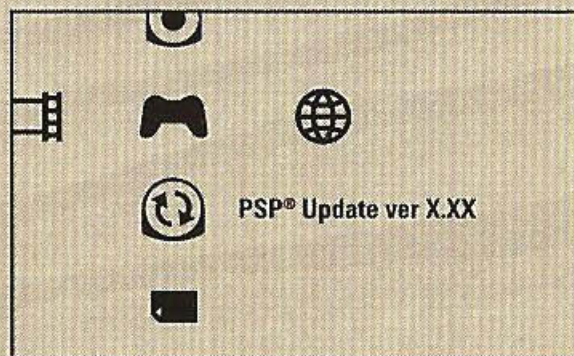
During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.



For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit <http://www.us.playstation.com/psp>

